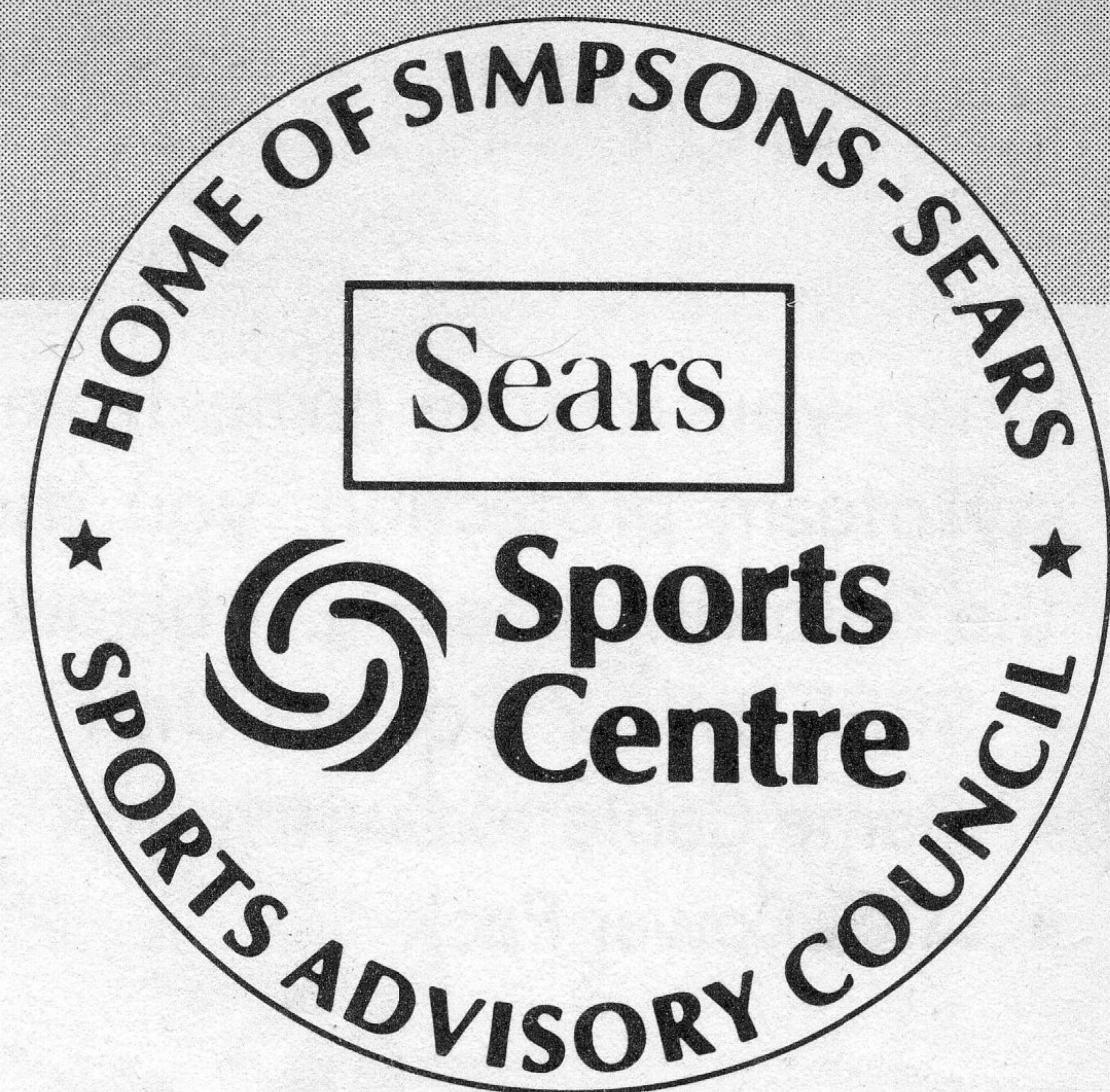


Owner's Manual

FITS ANY MAKE OR MODEL TV SET.
PLAYS IN COLOR ON COLOR TV SETS.

MODEL No. 80017



SPEEDWAY

Road Racing

Tennis

Hockey

- ASSEMBLY • OPERATION • MAINTENANCE
- TROUBLESHOOTING • REPLACEMENT PARTS

TELE-GAMES™
ELECTRONIC GAMES



Unpack Game

When you remove game from box and styrofoam protection, you should have the following (see Fig. 1 below):

- SPEEDWAY Control Unit
- Game Cable to Switch Box
- A.C. Power Pack

- Switch Box (with twin-lead wire)
- 3 plug-in Hand-Held Controls

The only tools you will need to set up SPEEDWAY are a flat screwdriver and possibly a small Phillips screwdriver. See further instruction on page 2.

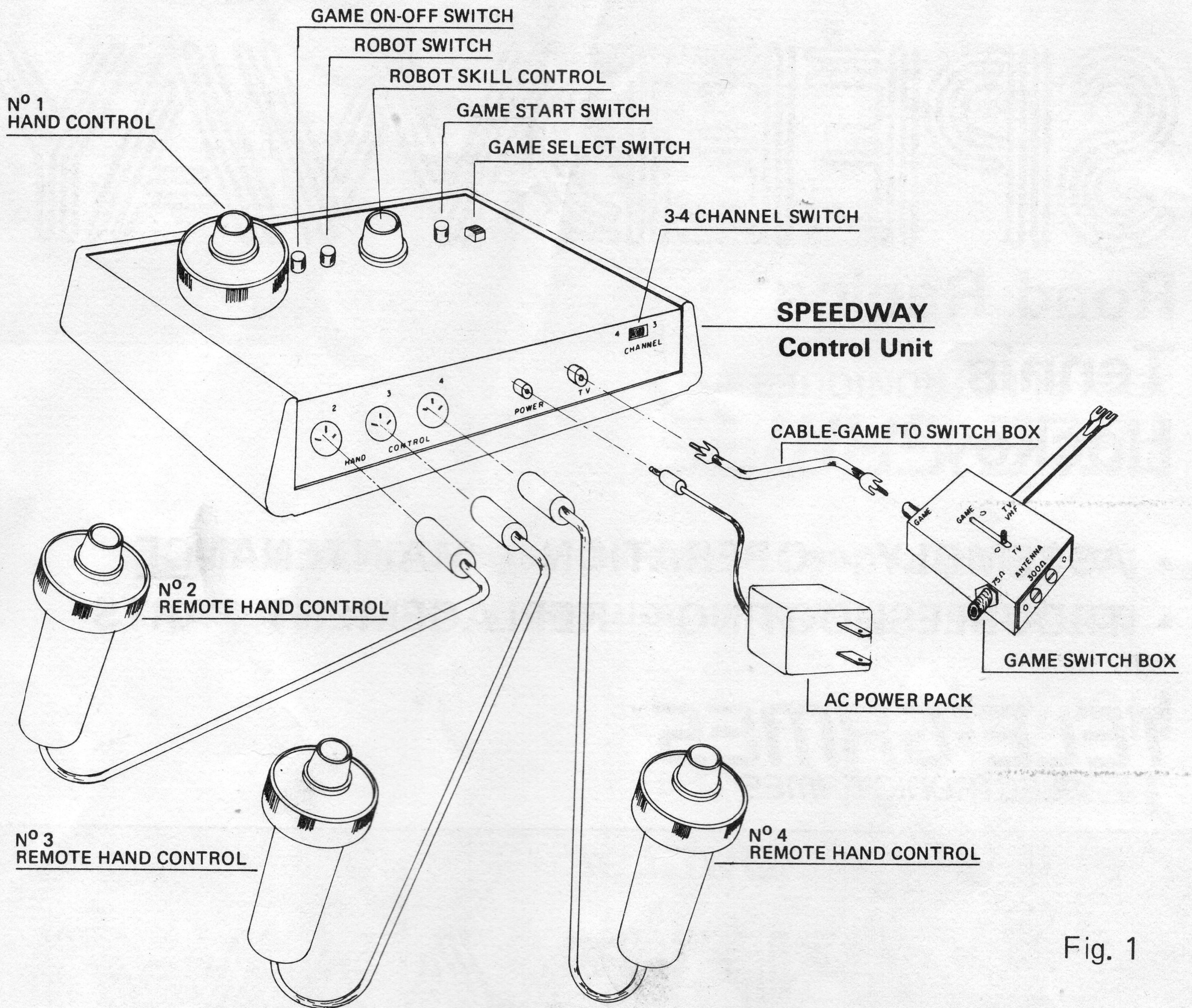


Fig. 1

Install Switch Box

SPEEDWAY hooks up easily to your TV set's VHF screws. Find the illustration on the next page that most closely matches your TV set and follow those instructions. You will need a regular flat blade screwdriver.

Install Switch Box, CONT.

If your television has four screws only: (Fig. 2)

1. Disconnect twin-lead wire from television and connect to "300 OHM" screw terminals on SPEEDWAY Switch Box.
2. Connect twin-lead wire from SPEEDWAY Switch Box "TV" screws to VHF terminals or screws on your television set.

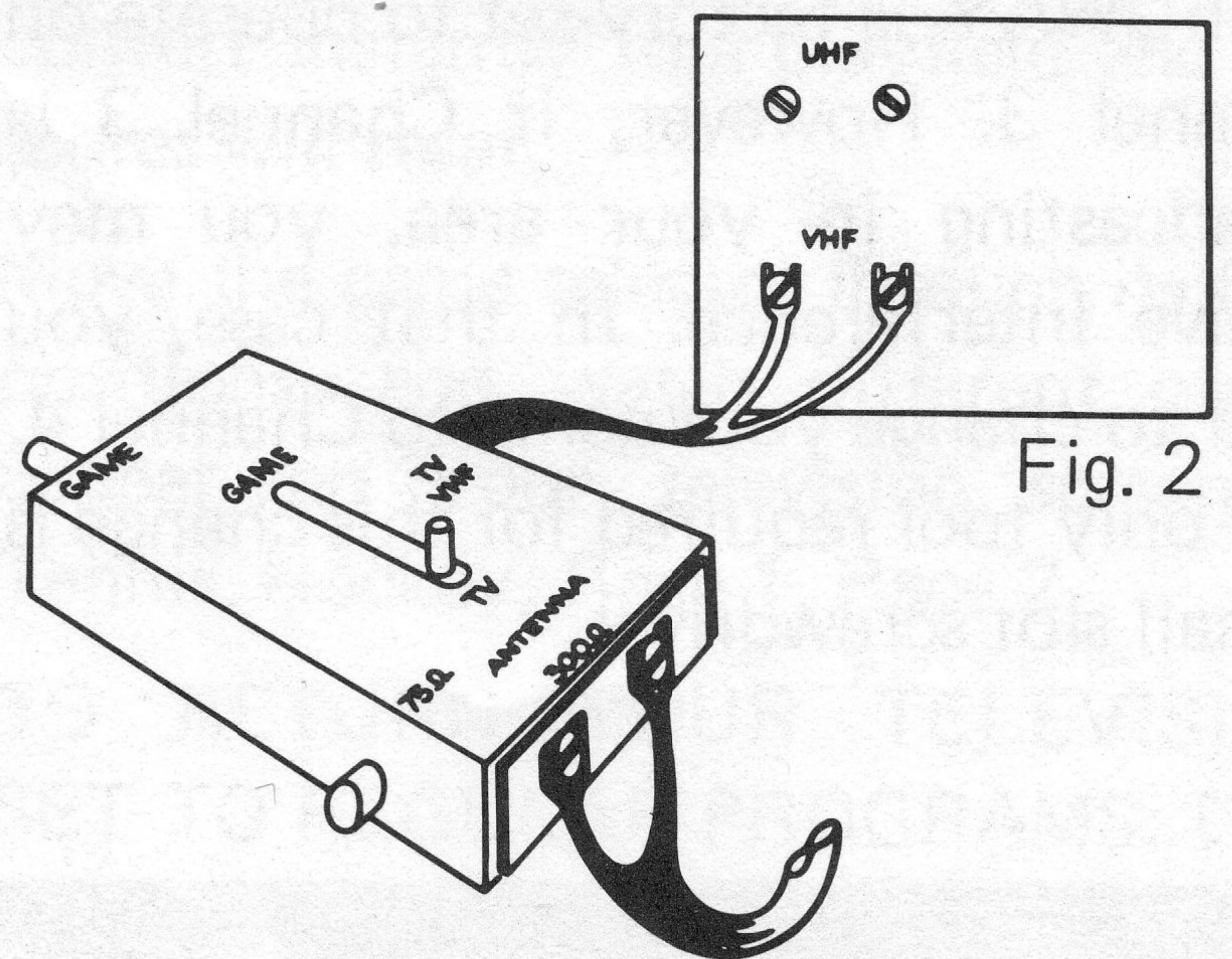


Fig. 2

If your television has a short round cable: (Fig. 3)

1. Disconnect long cable from television and plug it into SPEEDWAY Switch Box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to the connector next to it on television set.
3. Connect twin-lead wire from SPEEDWAY Switch Box "TV" screws to VHF terminals on your television set.

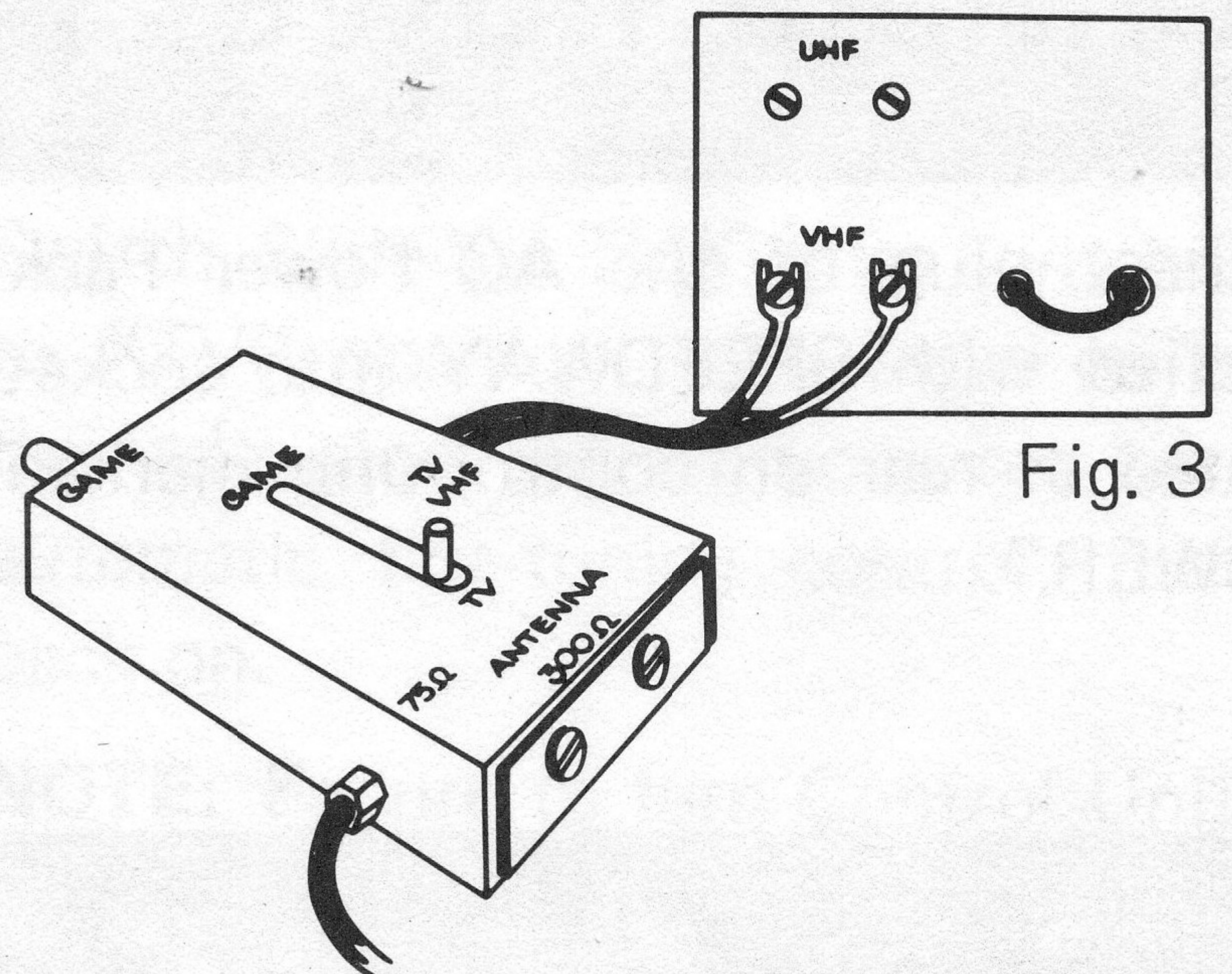


Fig. 3

If your television has a slider: (Fig. 4)

1. Move slider on back of set to make connection between two screws.
2. Disconnect cable from television and plug it into SPEEDWAY Switch Box at "75 OHM" connector.
3. Connect twin-lead wire from SPEEDWAY Switch Box "TV" screws to VHF terminals on your television set.

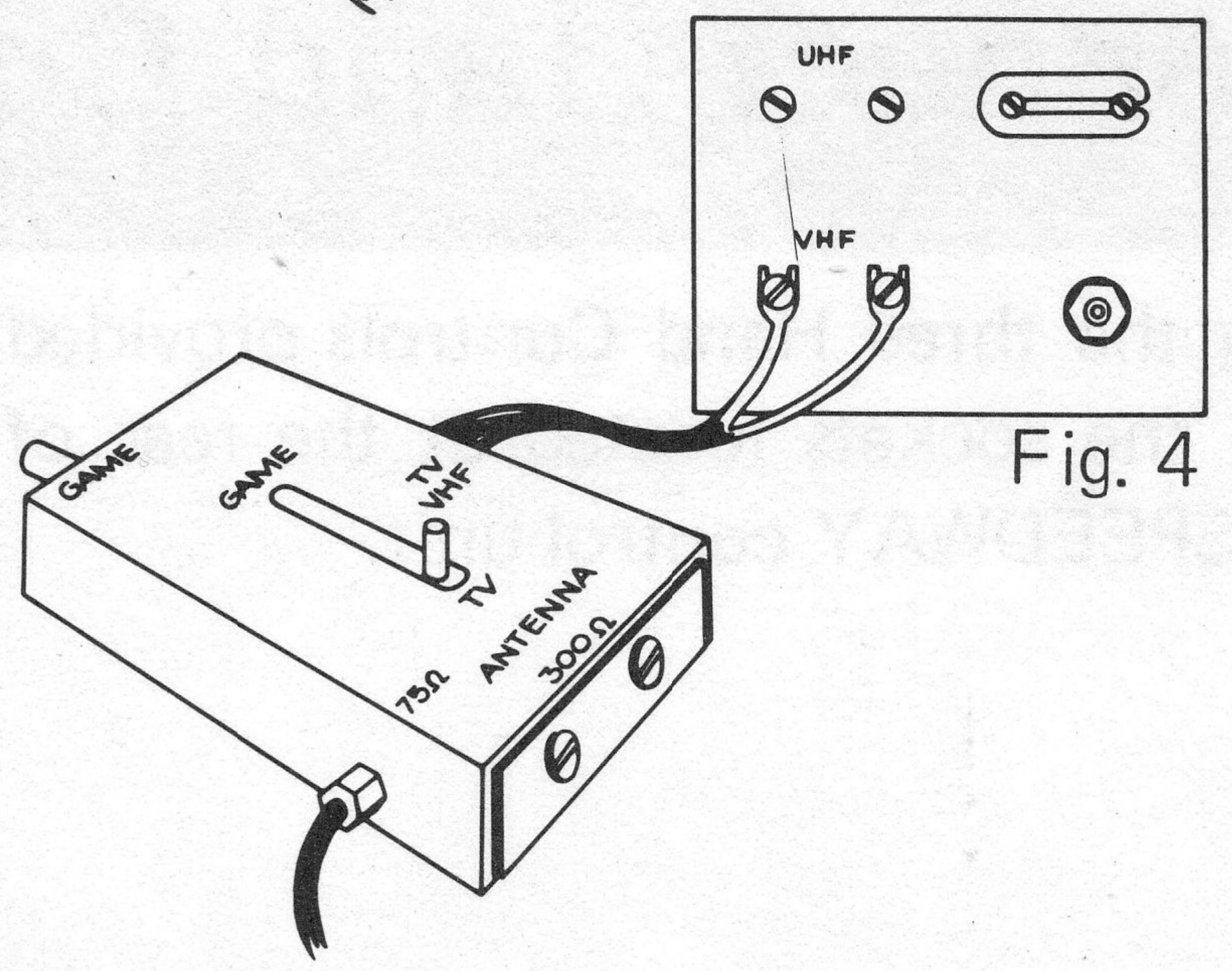


Fig. 4

To attach SPEEDWAY Switch Box to your television set, peel off protective paper on Switch Box. Press the exposed adhesive surface onto any clear area at rear of television near antenna

terminals. *Plug Game Cable into Switch Box at "GAME" connector.* The SPEEDWAY Switch Box may be left on the set permanently without impairing your television reception.

TO AVOID POSSIBLE INTERFERENCE WITH NEARBY TV SETS SIMPSON-SEARS ADVISES THE FOLLOWING:

Avoid using any longer twin-lead wire from Switch Box to television set than is supplied with SPEEDWAY Switch Box. Avoid connecting twin-lead wire coming from Switch Box to any television antenna or cable television outlet. Avoid attaching loose wires to your television antenna terminals when using SPEEDWAY. Doing any of the above may cause interference to nearby television sets.

Channel Selection

SPEEDWAY is factory-set to operate on Channel 3. However, if Channel 3 is broadcasting in your area, you may receive interference. In that case, you need to change your game to Channel 4. The only tool required for this change is a small slot screwdriver.

Find "Channel 3-4" switch at the rear of the SPEEDWAY control unit. Insert a small slot screwdriver and move selector switch from "3" to "4". Your TV set will now display your SPEEDWAY games on channel 4.

Connect Power Pack

Connect plug of the AC Power Pack supplied with SPEEDWAY into socket located at rear on control unit marked "POWER".

Then plug body of the Power Pack into any standard 110-120 volt 60 Hz wall receptacle. The Power Pack should be unplugged if left for long periods.

Connect Hand Controllers

Plug the three Hand Controls provided into the sockets located at the rear of the SPEEDWAY control unit.

Rotate gently to align the key and slot used to properly locate connecting pins — **DO NOT FORCE.**

Turn Game and TV On

On the Switch Box that you've now attached to your television set, push the TV/Game Switch to "GAME" and turn television set on. If your set has an automatic fine-tuning control, turn this off. Set your television to Channel 3 or 4, depending on how you adjusted the Channel Switch on the SPEEDWAY Control Unit (see "CHANNEL SELECTION" section of this manual).

Turn television volume to normal listening levels.

Push On/Off Switch on SPEEDWAY Control Unit to "ON" position, and watch your television screen become filled with the colorful SPEEDWAY playing fields.

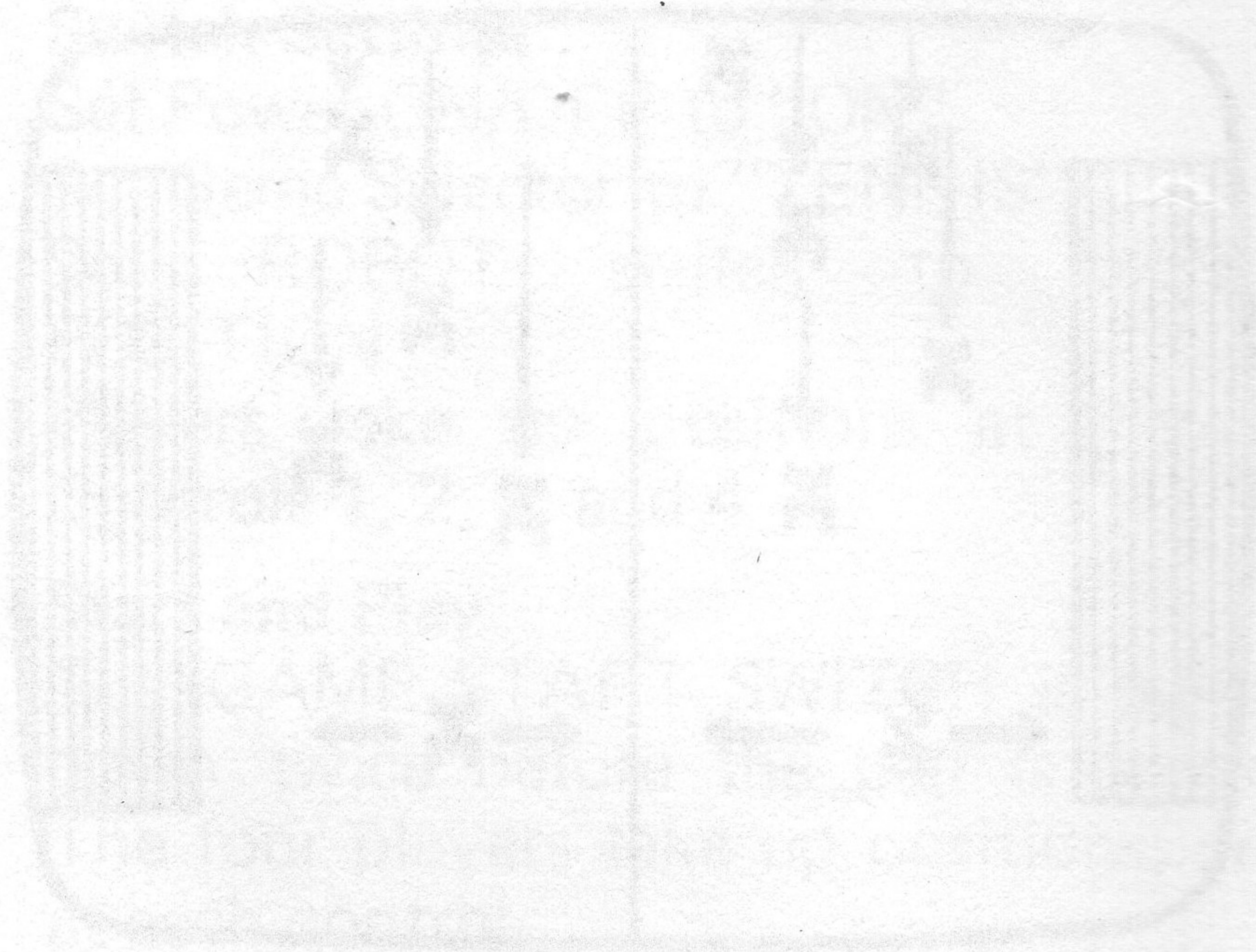
Turn your television's fine-tuning knob to get the best picture image. Pull Game Start Switch on Control Unit down and then release: The light show pattern will

convert instantly to a playfield and the scores will reset.

Move the game selector through its four positions, and watch different games appear on your television screen — Tennis, Hockey, Race 1, Race 2.

TO RETURN YOUR TELEVISION SET TO REGULAR PROGRAMS: (The following applies to your SPEEDWAY Control Unit, regardless of how the Playfield Selector is set.) Turn off SPEEDWAY Control Unit's On/Off Switch. Slide the TV/Games Switch Box to "TV" position, then leave on only the television set. If your set has an automatic fine-tuning control, turn it back on.

NOTE: Failure to turn Control Unit to "OFF" may cause interference on your TV set.



Race 1 and Race 2

RACE 1

Switch Settings

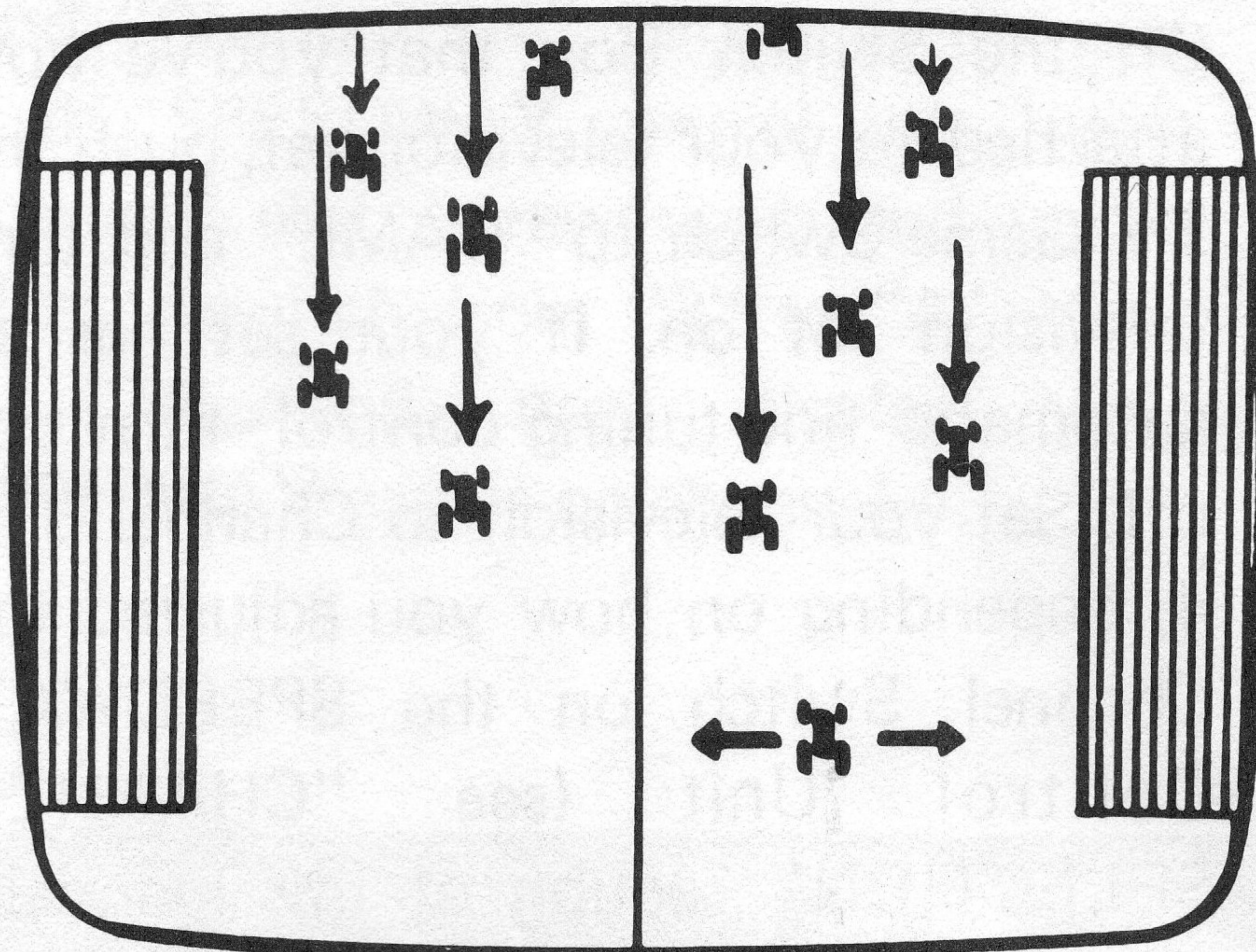
Power "ON"

SELECTOR "RACE 1"

NEITHER THE ROBOT SKILL OR ROBOT SWITCH nor controls 2, 3, and 4 have any effect.

Start and Play

The Hand Control 1 is used by the driver as a steering wheel. A steady traffic of obstacle cars begins to rush past the race car as it automatically accelerates to high speeds. When cars crash, the track is stopped. The race car flashes to show a crash and a crash indicator beeps. The RACE automatically restarts, and one point is counted against the driver. At 9 points, the race is over. This game is fantastic for developing reflex and judgement, and visual responses, as the obstacle cars appear to rush onwards in random positions at ever increasing speeds. As a measure of skill, try counting the number of cars passed before 9 points are scored – or measure total time on track. It takes an extraordinary driver to succeed in avoiding all potential collisions.



RACE 2

Switch Settings

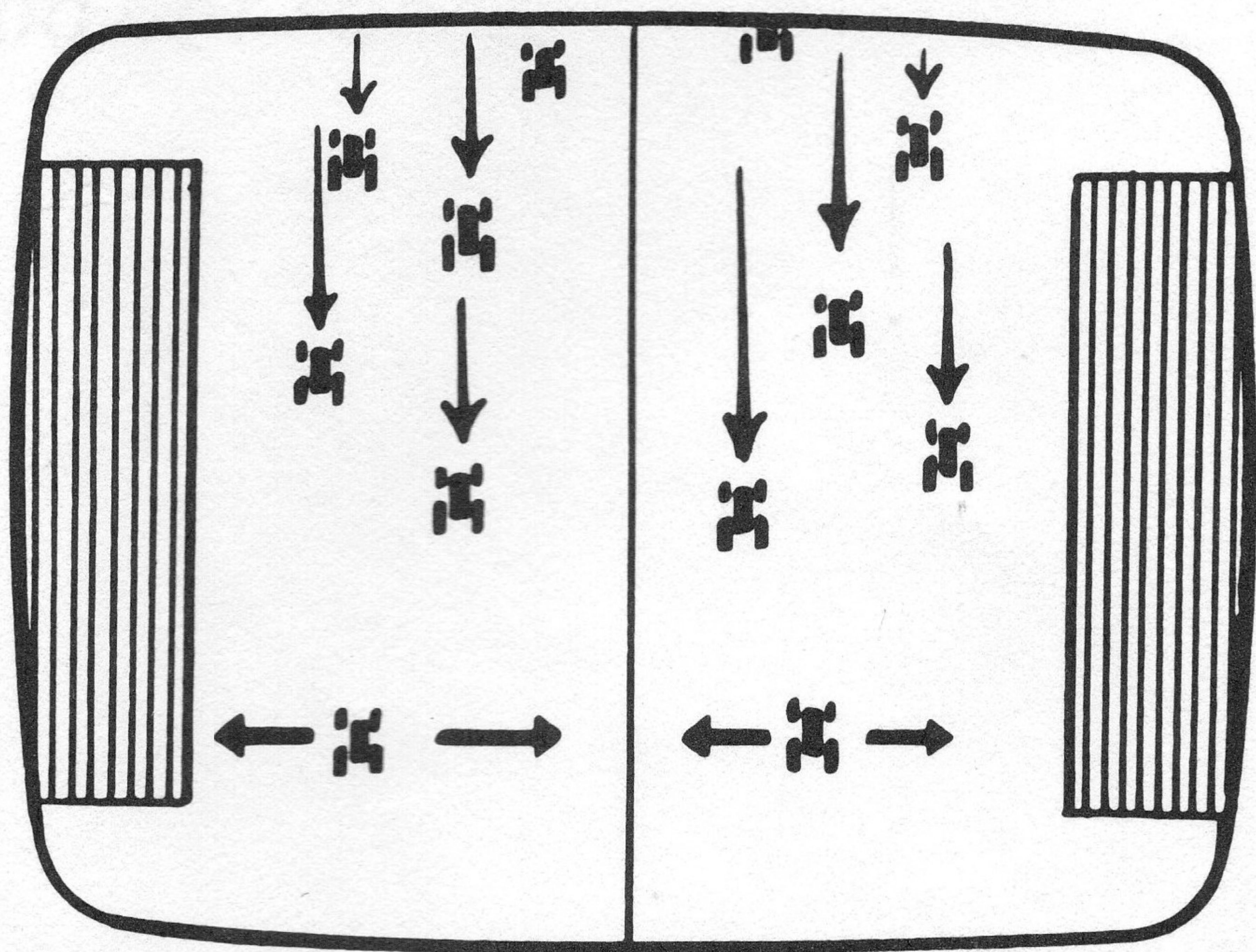
Power "ON"

SELECTOR "RACE 2"

NEITHER THE ROBOT SKILL OR ROBOT SWITCH, nor controls 3 or 4 have any effect.

Start and Play

The Hand Controls 1 and 2 are used by two drivers as steering wheels. The game START SWITCH is pulled. Within a few seconds, acceleration begins as in RACE 1. However, if *either* driver hits an obstacle car, the race is momentarily stopped and one point is scored against the offending driver. Acceleration then resumes. When one player totals "9" points, the game ceases, and the driver with the lower score is the winner.



Playing Tennis

TENNIS: SINGLES

Switch Settings

Set Power ON/OFF to "ON"

Set Game Selector to "TENNIS"

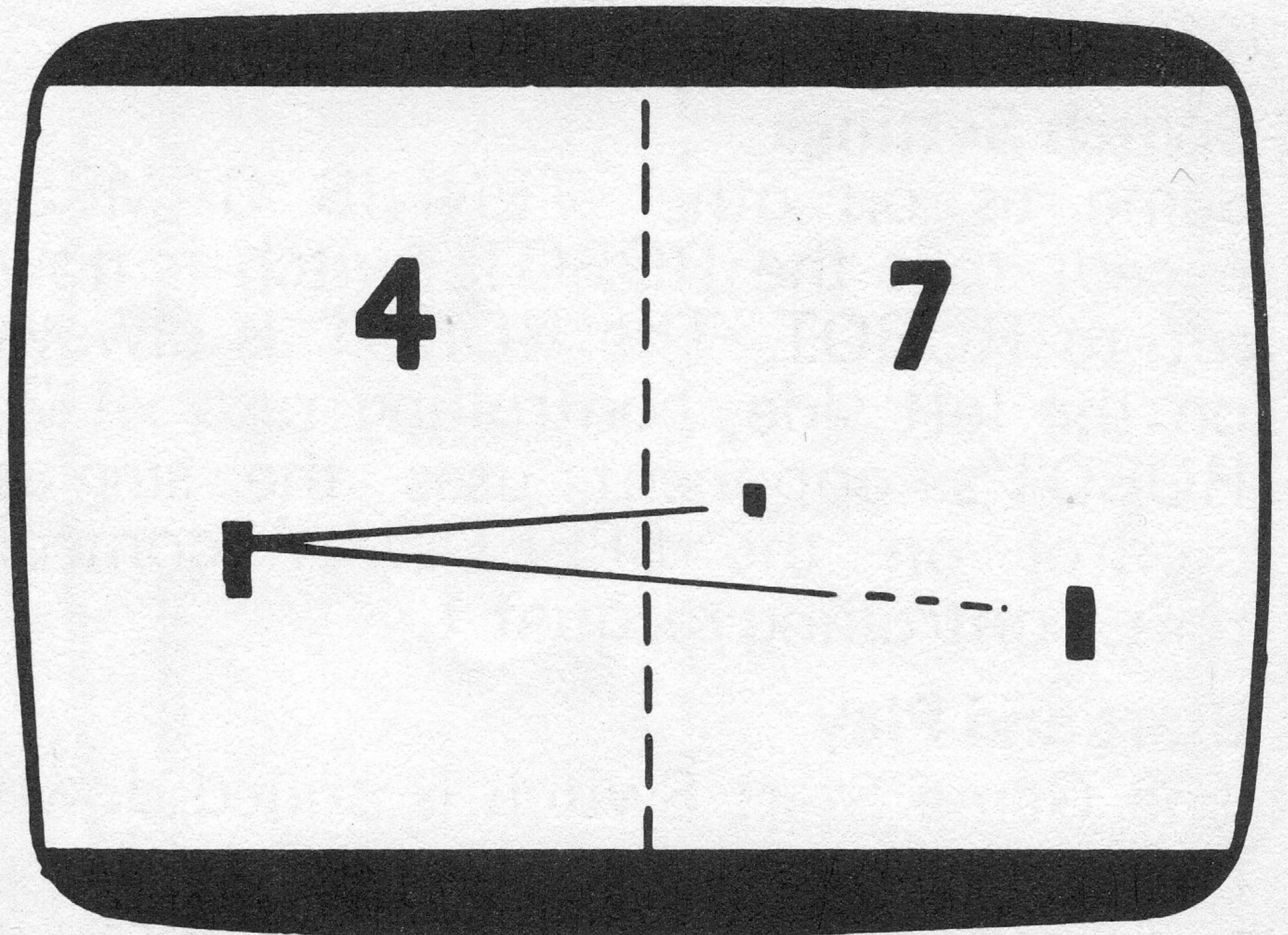
Set ROBOT switch to TOP POSITION

Players use Player Controls 1 and 2

Start and Play

The GAME START switch is pulled down just once for two players. (The Start Switch must be activated twice in succession before the ball is served for four players to participate.) To reset the game and initiate a new start, pull the Game Start switch down.

After several seconds the ball will automatically serve from center of the screen. Move the paddle to meet the ball while constantly watching the ball progress toward the paddle. This is the best approach to becoming an expert at TENNIS. After you are proficient at hitting the ball, you can begin putting "ENGLISH" on the ball and rebounding the ball off the TOP and BOTTOM courtlines to out-smart your opponent. TENNIS is an extremely fast game which requires a good deal of concentration.



TENNIS: DOUBLES

Switch Settings

Set Power ON/OFF to "ON"

Set Game Selector to "TENNIS"

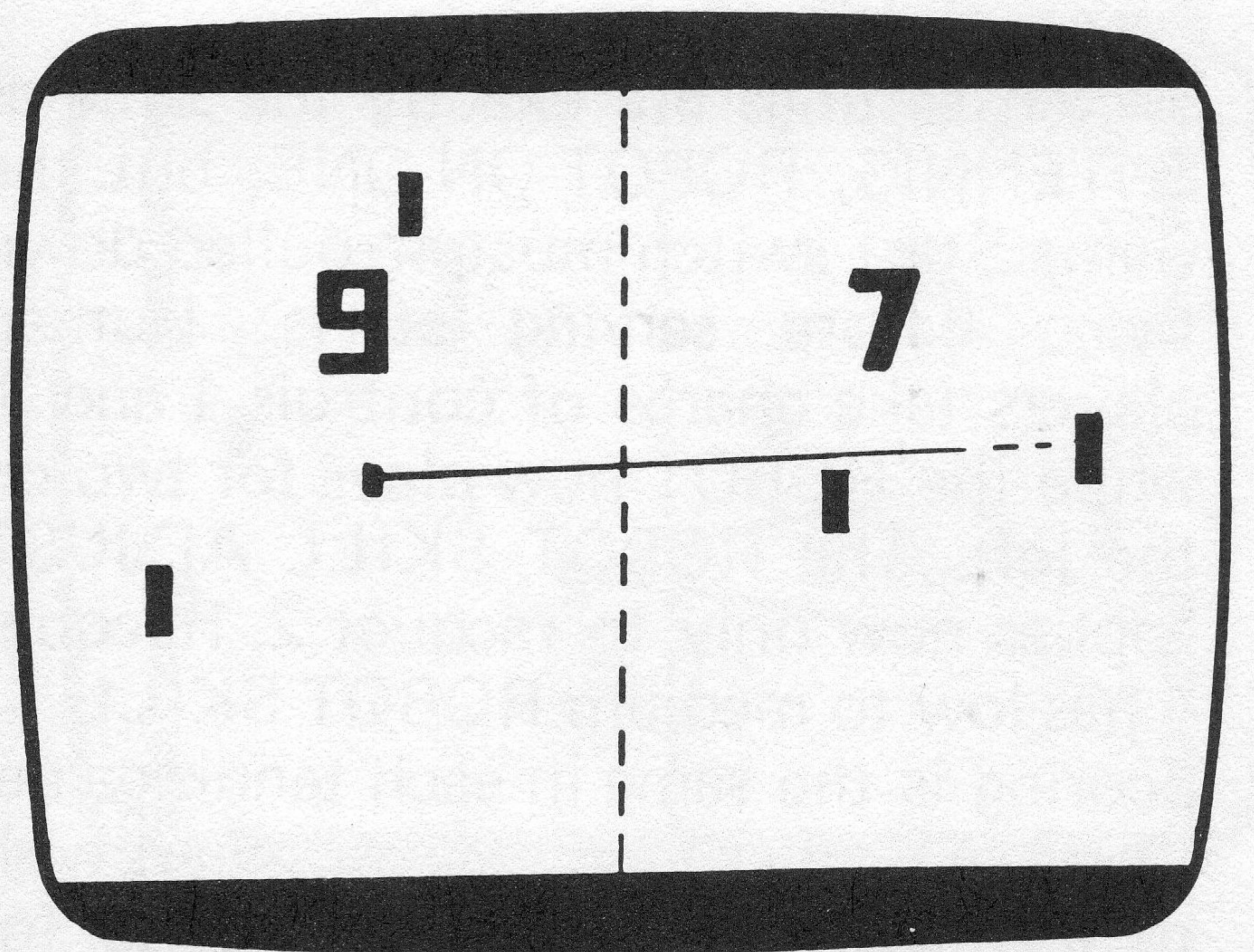
Set ROBOT switch to UPPER POSITION

Players take up positions at Players Controls 1, 2, 3, and 4

Start and Play

The GAME START SWITCH is pulled down twice before the ball is served. The four players take up positions, one at each control.

Players score one point each time they volley the ball past the opponents end courtline. Each time a point is scored, the ball momentarily disappears and is automatically served again. Play continues until "9" points are scored at which time, the game is over and the STANDBY display appears on the screen.



Playing Tennis against the Robot

TENNIS: ROBOT – SINGLES

Switch Settings

Same as on other TENNIS GAMES, except that the ROBOT switch is now set to ROBOT. The ROBOT is always on the left side, controlling racquet 2. ROBOT's opponent uses the singles control on the SPEEDWAY control unit, controlling racquet 1.

Start and Play

The Game Start Switch is pulled down once. The ball will soon be served as before. However, a computerized ROBOT will now take charge of racquet No. 2 and move to meet and return the serve. When the ROBOT SKILL CONTROL is fully counterclockwise, the ROBOT's skill is held down to a certain low value. He will be fairly easy to play against – for a reasonably experienced player. With the ROBOT SKILL CONTROL fully clockwise, the ROBOT will have his full power available and will be extraordinarily difficult to beat. You will notice the ROBOT keeps tracking the ball in anticipation.

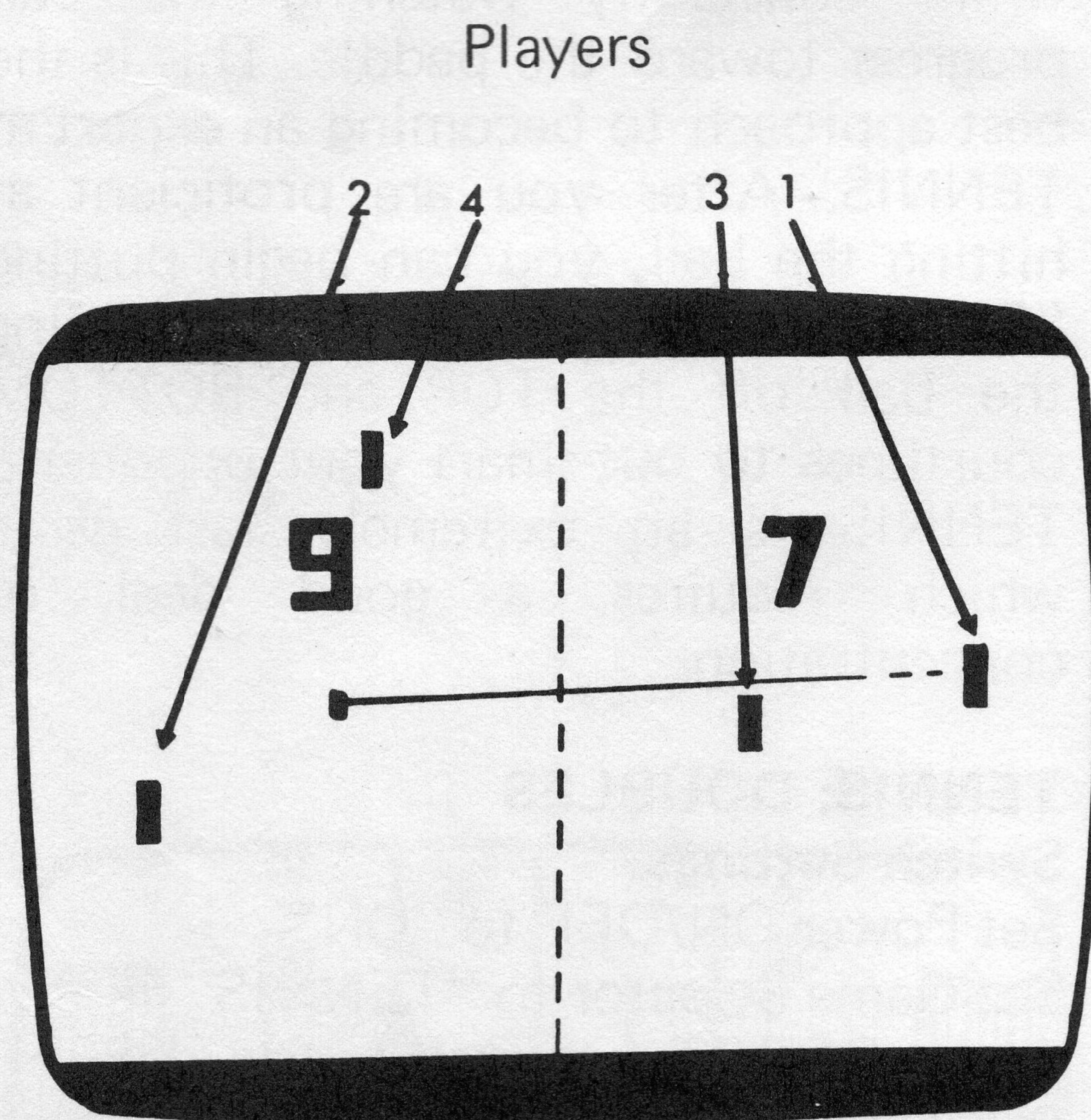
TENNIS: ROBOT – DOUBLES

Switch Settings

Switch settings are exactly the same as in TENNIS, ROBOT-ON-ONE, but the Game Start switch must be pulled down twice before serving starts. Human players take charge of controls 1 and 3, while the ROBOT now plays for two on the left. The ROBOT SKILL ADJUST applies now only to racquet 2. Racquet 4 has low to medium ROBOT SKILL.

Scoring is the same in each tennis game. There are other variants you might wish to try: for instance, try setting up for ROBOT DOUBLES, but play both racquets 1 and 3 yourself. Or, with ROBOT SKILL set low, put racquet 3 into a permanent position, and play against the DUAL ROBOT with only racquet 1.

If you wish to reset the game before it is complete, simply activate the GAME START switch. If you wish to clear from one player to two or vice versa in mid-game, you can do so by turning ON/OFF switch OFF momentarily.



Playing Hockey

HOCKEY: ONE-ON-ONE

Switch Settings

Set Power ON/OFF to "ON"

Set Game Selector to "HOCKEY"

Set ROBOT switch to "OFF"

Players use controls 1 and 2

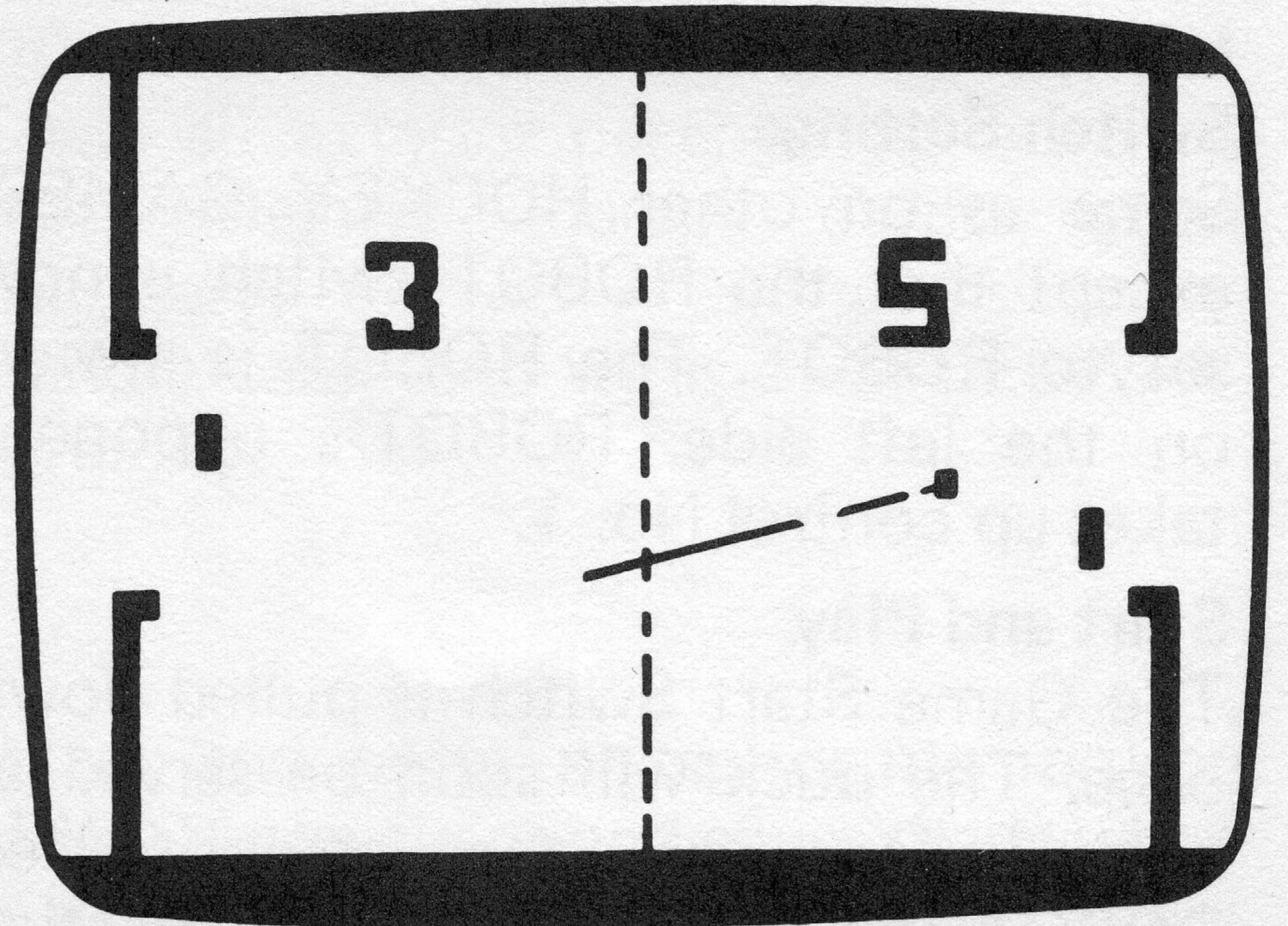
Start and Play

The GAME START switch is pulled down just once for two players (and twice in succession for four players). You may restart the game by pulling down the GAME START SWITCH.

Several seconds after the start switch is activated, the puck is served. Players try to volley the puck through the HOCKEY NET to score points.

Scoring

Players score one point each time they volley the puck into an opponents HOCKEY NET. The puck momentarily disappears and is automatically served again after each point. Play continues until "9" points are scored, at which time, the game is over and the standby display appears on the screen.



HOCKEY: TWO-ON-TWO

Switch Settings

Set Power ON/OFF to "ON"

Set Game Selector to "HOCKEY"

Set ROBOT switch to "OFF"

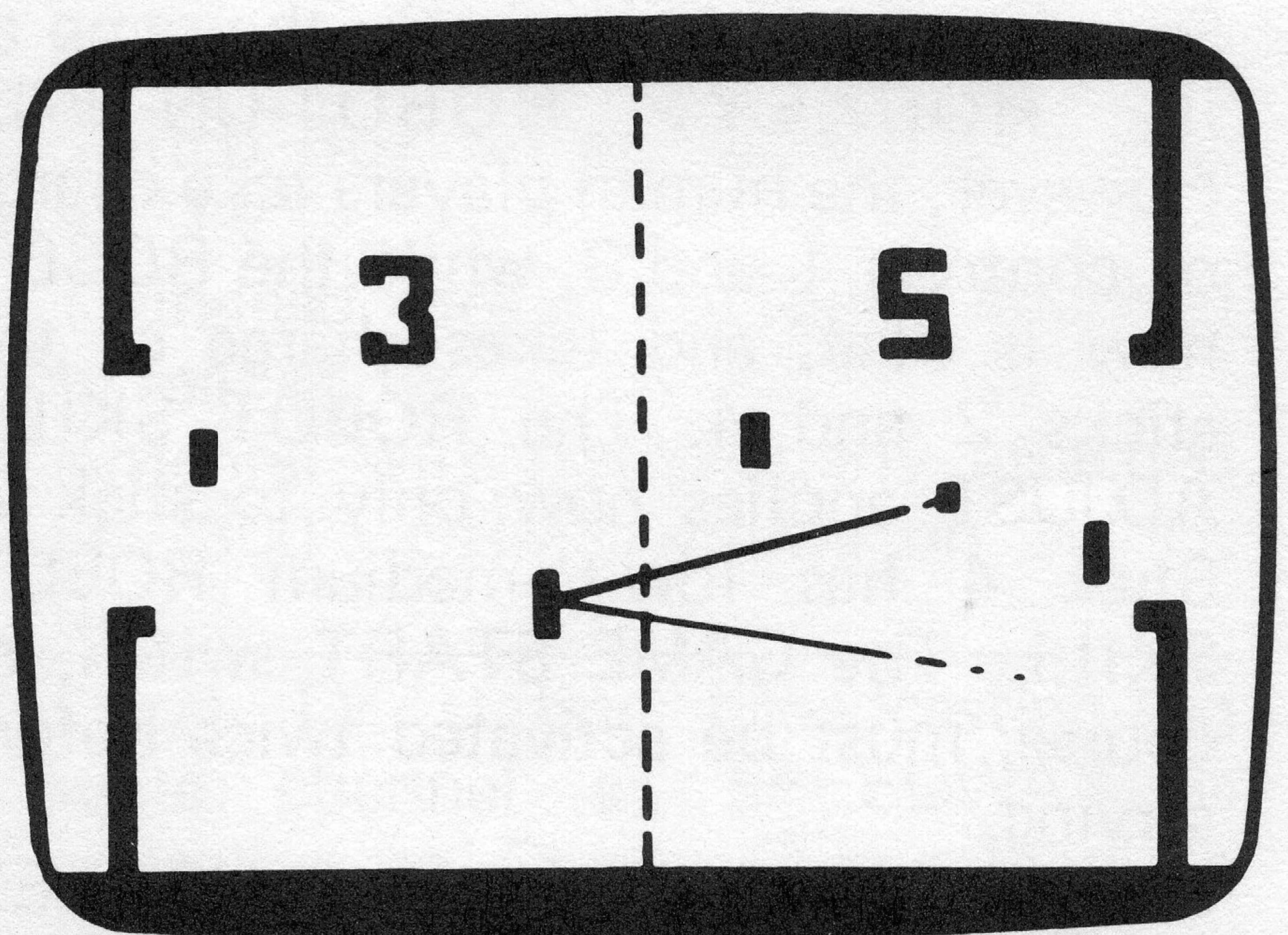
Players take up positions at Player Controls 1, 2, 3, and 4.

Start and Play

The GAME START SWITCH is pulled down twice before the puck is served. The four players take up positions, one at each control.

Scoring

Scoring is the same as singles, with the game ending when one side scores 9.



Playing Hockey against the Robot

HOCKEY: ROBOT-ON-ONE

Switch Settings

Same as on other HOCKEY GAMES, except that the ROBOT switch is now set to ROBOT. The ROBOT is always on the left side. ROBOT's opponent takes up control No. 1.

Start and Play

The Game Start Switch is pulled down once. The puck will soon be served as before. However, the computerized ROBOT will now take charge of stick No. 2 and move to meet and return the serve. When the ROBOT SKILL CONTROL is fully counterclockwise, the ROBOT's skill is held down to a certain low value. He will be fairly easy to play against — for a reasonably experienced player. With the ROBOT SKILL CONTROL fully clockwise, the ROBOT will have his full power available and will be extraordinarily difficult to beat. You will notice the ROBOT keeps tracking the puck in anticipation.

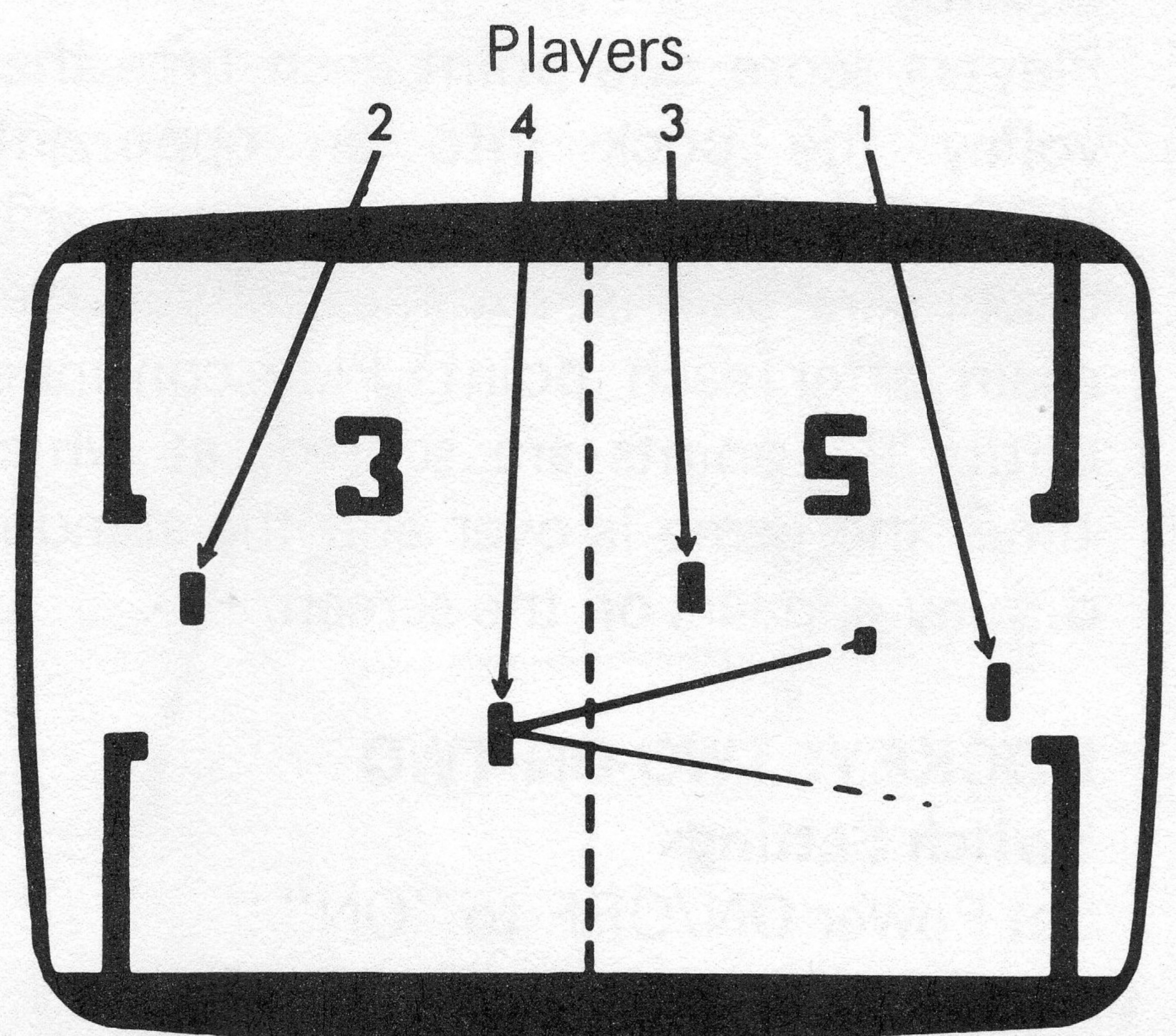
HOCKEY: DUAL-ROBOT-ON-TWO

Switch Settings

Switch settings are exactly the same as in HOCKEY, ROBOT-ON-ONE. However, the human players take charge of controls 1 and 3, while the ROBOT now is dual, and takes charge of the sticks 2 and 4. The ROBOT SKILL ADJUST applies now only to stick 2. Stick 4 has low-to-medium ROBOT SKILL. The GAME START switch, of course, must be activated twice before serving.

Scoring is the same in each HOCKEY game. There are other ways you can play; for instance, try setting up for DUAL ROBOT TWO, but play both sticks 1 and 3 yourself. Or, with ROBOT SKILL set low, put stick 3 into a permanent position, and play against the DUAL ROBOT with only stick 1.

If you wish to reset the game before it is complete, simply activate the GAME START switch. If you wish to clear from one player to two or vice versa in mid-game, you can do so by turning ON/OFF switch OFF momentarily.



Maintenance

DO NOT:

Expose to moisture;
Leave AC Power Pack connected for long periods when not in use;
Drop any part of game on hard surface;
Lift game by its wires;
Leave game on when not in use;
Expose game to excessive heat.

DO:

Clean all exterior parts of game with a soft, slightly damp cloth when necessary;
Handle cable and wires of SPEEDWAY carefully.

NOTE: On some television sets, particularly black and white, phosphor memory on the picture tube may slightly show the SPEEDWAY playfields and score digits when the set is off. This has no adverse effect on a television's performance. The effect may be avoided by turning the game off when not in use.

Troubleshooting Checklist

SYMPTOM

No playfield image on TV screen or whitish-gray screen.

CAUSE AND REMEDY

- Switch Box set at "TV". Change to "GAME".
- Game Cable not properly plugged into Switch Box.
- Twin-lead wire not properly attached to rear of TV.
- AC Power Pack not plugged into wall or game.
- On/Off Switch not pushed to "ON" position.

No regular TV Programs

- Switch Box set at "GAME". Change to "TV".
- Twin-lead wire not properly attached to rear of TV.
- Antenna wire not properly attached at "300 OHM" screws on Switch Box.

Playfield image clear and sharp, but bars or lines move across screen.

- Local TV station broadcasting on same channel as SPEEDWAY is operating on. Change Channel Switch in Control Unit to other channel.
- Cable TV or community antenna leads in room or nearby are carrying both Channel 3 and 4 programs. In addition, owner has wired up cable to SPEEDWAY Switch Box using the small transformer with twin-lead wire supplied by cable TV company. In rare cases, owner should simply remove this transformer and connect cable directly to SPEEDWAY Switch Box at "75 OHM" antenna connection.

Troubleshooting Checklist, CONT.

SYMPTOM

Playfield fuzzy like weak TV station signal.

Playfield unsharp, unsteady or no color.

SPEEDWAY worked before, but picture suddenly unsharp, unclear or unstable.

Right or left paddle not visible near side of TV picture tube.

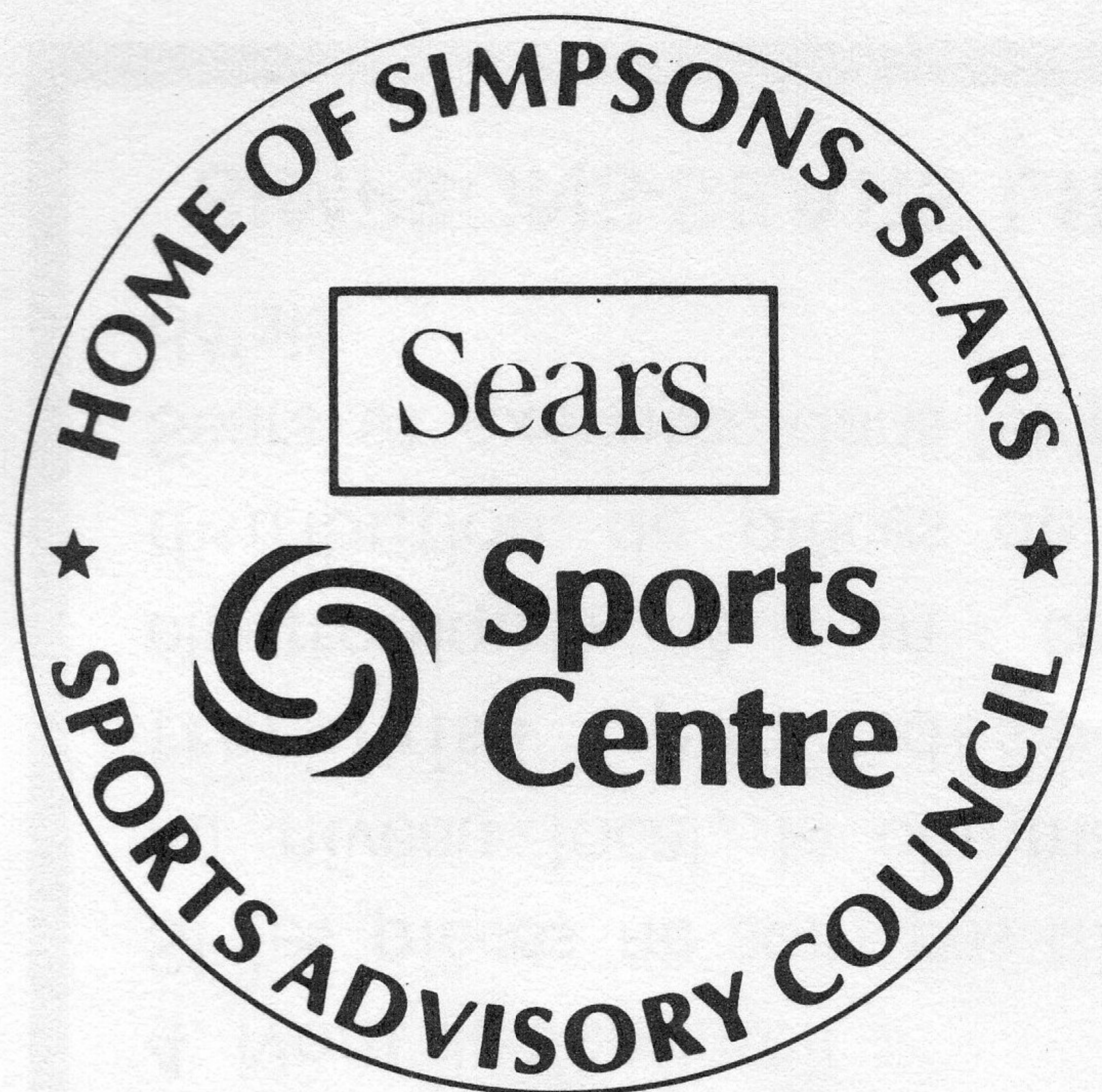
CAUSE AND REMEDY

- Poor connections at antenna terminals of TV set or Switch Box.

- TV set not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on TV set to adjust. SPEEDWAY worked before, but picture suddenly unsharp, unclear or unstable.

- Fine-tuning knob on TV set was changed. Readjust fine-tuning control.

- Adjust horizontal hold control on your television set slightly.



Model No. 80017

How To Order Replacement Parts

The Model Number of your SPEEDWAY game is 80017. Always mention this number when requesting service or spare parts for your SPEEDWAY.

The following parts may be ordered directly from any Simpson-Sears Limited retail or catalogue store.

Part No.	Part Name
03-100005-01	Hand Controller Ass'y
34-684-01	AC Power Pack
34-683-01	Cable Assembly
34-687-01	Switch Box

INFORMATION:

1. Part Number
2. Part Description
3. Model Number
4. Name of Item

If the parts are not stocked locally, your order will be electronically transmitted to a Sears Repair Parts Distribution Center for expedited handling.

FULL 90-DAY WARRANTY ON SPEEDWAY

For 90 days from date of purchase, Sears will repair this SPEEDWAY Tele-Game free of charge, if defective in material or workmanship.

Warranty service is available by simply returning the SPEEDWAY Tele-Game to the nearest Simpsons-Sears store throughout Canada.

SIMPSONS-SEARS LTD.,
222 Jarvis Street,
Toronto, Ontario M5B 2B8

SIMPSON-SEARS LIMITED, TORONTO, ONTARIO M5B 2B8